

ABOUT RENEGADE KID

Renegade Kid was formed in early 2007 by video game industry veterans Jools Watsham and Gregg Hargrove. Having both developed video games for over 14 years, and contributed to the creation of over 20 published titles, their hunger grew for creative independence. Jools and Gregg first talked about starting their own company more than 10 years ago, over a spot of lunch one day. It took a little while to make the leap into autonomy, but it couldn't have happened at a better time. Renegade Kid's goal is to develop great games that are enjoyed by the public and critics alike, and they couldn't be happier to start their journey with the fabulous folks at Gamecock Media Group.

EmuMovies

CREATED BY
**RENEGADE
KID**

PUBLISHED BY

**GAMECOCK
MEDIA GROUP**

GAMECOCK MEDIA GROUP
109 E. 10th Street
Austin, TX 78701
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NINTENDO 3DS™

INSTRUCTION BOOKLET

DEMENTIUM™

THE WARD


**GAMECOCK
MEDIA GROUP**

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching
Altered vision	Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™ VIDEO
GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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DEMENTIUM™

THE WARD

Gamecock Media Group wants you to know that we did not make this game. An awesome new development shop in Austin, TX, called **Renegade Kid**, made it. Please check out the back cover for info on them and visit renegadekid.com. We're just sayin'...

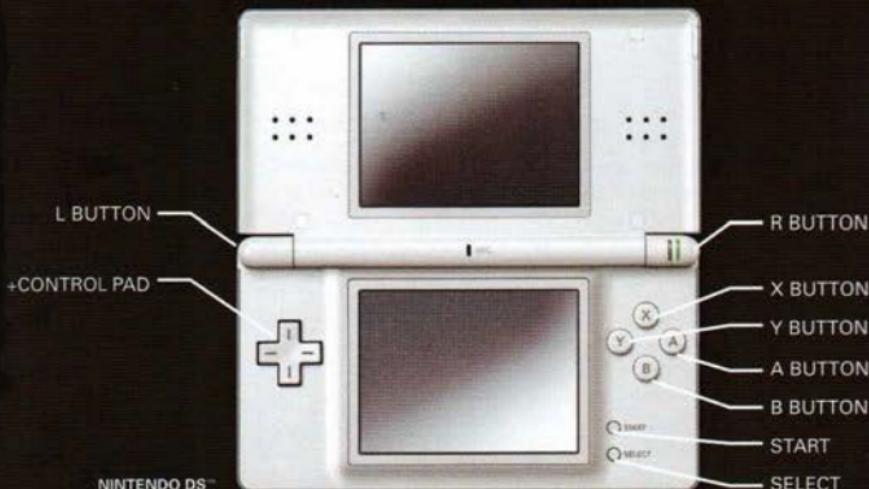
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ADMITTANCE

To begin playing, insert the Dementium: The Ward™ DS Game Card into your Nintendo DS™ system and push the Power Button.

BASIC CONTROLS



GAME CONTROLS

The use of the Stylus is required for this game. The buttons control your character's movement and weapon use, but all other actions are performed with the Stylus on the Touch Screen.

MENU CONTROLS

Touch Screen: Touch choices to select.

+Control Pad: Scroll through different choices.

A Button: Select a choice.

B Button: Return to the previous screen.

GAME CONTROLS

NOTE: "*" indicates left-handed controls.

Left-handed (TYPE 2) controls can be chosen in the Options menu.
(See page 9 for Options.)

+Control Pad: Move. * Use the X Button to move forward, the B Button to move backward, the Y Button to strafe left, and the A Button to strafe right.

L Button: Use weapon. * Use the R Button to use weapon.

R Button: Toggle between flashlight and previous weapon.

* Use the L Button to toggle between flashlight and previous weapon.

Touch Screen: Aim, examine, take and use objects, change weapon and access notepad, map, items screen and options menu.

START: Options menu.

INTRODUCTION

You wake up alone, in the dark, only to find yourself in a mysterious, derelict hospital that appears to be frozen in time. You have only vague memories of who you are and no memory of the events that have brought you to this eerie place.

As you move through the dark halls and encounter horrible creatures you will uncover clues that recall your scattered memories and uncover a truth that is more horrifying than even the gruesome Redmoor Hospital.

Welcome to Dementium: The Ward™.



THE GAME

STARTING A GAME

On the title screen, touch the Touch Screen to begin.

When playing for the first time, select one of the two files (A or B) available. Your game will be saved to the file you select.



CONTINUING A GAME

When a file contains previously saved data, the current chapter and total play time will be displayed. Load your data to continue where you left off.

After a save file has been created, you can delete the data. Note that once you delete saved data, it is gone forever.

MAIN GAMEPLAY SCREEN

The Main Gameplay Screen displays your point of view.

1. Sight: Aim your attacks and look around.

2. Ammunition Counter: Check how much ammunition remains in the currently selected weapon if applicable.

3. Action Icon (Context Specific): When different in-context actions (such as examining an object) are possible, touch the displayed icon to perform the action.

4. Heart Monitor: Indicates your current health status. Green and a normal heart rate indicate good health level, yellow and a quick heart rate indicate medium health level, and red and a fast heart rate indicate low health level.

5. Health: Your current health level. If the health gauge becomes empty, the game is over.

6. Weapon Icons: Touch here to change your weapon.

7. Notepad: Touch here to access the notepad. (You must collect the notepad before you can view the notepad.)

8. Map: Touch here to access the map and display your current location. (You must collect a map before you can view the map.)



9. Items Screen: Touch here to access the items screen.

10. Options Menu: Touch here to access the options menu.

OPTIONS

To access the Options menu, touch the Options icon or press START during gameplay.



Control Type: Set the control type to TYPE 1 or TYPE 2 (see pages 5 and 6 for Basic Controls and Game Controls). The default setting is TYPE 1.

Y Axis Invert: Set the Y axis invert to OFF or ON. Choosing ON will invert the vertical axis controls (sliding your stylus Up results in you looking down). The default setting is OFF.

Brightness: Set the brightness to NORMAL, BRIGHT, or BRIGHTER. The default setting is NORMAL.

Heartbeat: Set the heartbeat volume to NORMAL, QUIET, or OFF. The default setting is NORMAL.

Music: Set the background music volume to NORMAL, QUIET, or OFF. The default setting is NORMAL.

Quit: Choose from SAVE & QUIT, RESTART CHAPTER, and CANCEL.

Resume: Return to game.

IN-GAME INTERFACE

ACTION ICONS (Context Specific)

When different in-context actions (such as examining an object) are possible, touch the displayed icon to perform the action.

OPEN DOORS

Touch the Open icon to open a door. Some doors will require a key or other item to be collected before they can be opened.

EXAMINE, TAKE AND USE OBJECTS

Touch the Examine icon to examine an object. Some special objects can also be taken or used. Touch the Take icon to take an object. Touch the Use icon to use an object.

AIMING

To aim or look around, drag the stylus on the heart monitor area on the Touch Screen.

HEALTH

The health gauge on the Touch Screen shows your remaining life. If you receive damage, a red overlay appears around the edges of the upper screen, and the health gauge will decrease, slowly turning from green (safe), to yellow (caution), to red (danger). If the gauge becomes empty, you die and you must try again from an earlier starting point.

SELECTING WEAPONS

Touch the desired weapon icon to replace your currently selected weapon. For the weapons that use ammunition, the remaining ammunition is displayed in the bottom left corner of each weapon icon.

NOTE: To use the sniper rifle, use the +Control Pad Up to zoom in, and Down to zoom out. (If you are using left-handed controls, use the X Button to zoom in, and the B Button to zoom out.)



NOTEPAD

To access your notepad, touch the Notepad icon during gameplay. You can take up to two pages of notes and sketches.

NOTE: You must collect the notepad before you can view the notepad.



MAP

To access your map, touch the Map icon during gameplay.

NOTE: You must collect a map before you can view the map.



ITEMS

To access the items screen, touch the Items icon during gameplay.

CREDITS

CREATED BY RENEGADE KID

Game Director and Producer

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Technical Director

Bob Ives

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Bob Ives

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Very Special Thanks

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Brandon Sheffield

EiEIO

Very Special Message

Renegade Kid *loves* Gamecock!

CREDS

PUBLISHED BY GAMECOCK MEDIA GROUP

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Jay Fitzloff

John Kopp

Bill Linn

Design

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Bill Nadalini

Head Wound Model

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Returns Within The 90-Day Warranty Period

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address, and phone number to: Gamecock Media Group, 109 E. 10th Street, Austin TX 78701, attention Warranty Replacements. If the product was damaged through misuse or accident, or if you do not have a dated receipt, this ninety (90) day warranty is rendered void. We recommend sending product via certified mail. Gamecock Media Group is not responsible for products not in its possession.

Technical Support

If you need technical assistance with this product, visit us at www.gamecockmedia.com/support or call us toll-free at (877) 572-2211 Monday through Friday between 9:00 A.M. and 5:00 P.M. Central Standard Time. No hints or codes are available from this line.